

# **EXHIBIT 233**

## Angela Krieger

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**From:** Josh Larson <jlarson06@gmail.com>  
**Sent:** Tuesday, April 24, 2018 1:17 PM  
**To:** Angela Krieger  
**Subject:** Fwd: Question for you

Josh

Begin forwarded message:

**From:** Daniel Milligan <dwm@afmsoftware.com>  
**Date:** April 8, 2015 at 7:11:47 PM EDT  
**To:** Josh Larson <jlarson06@gmail.com>  
**Subject:** Re: Question for you

I think (and this is only a possibility) is that they reported each pattern separately. The game end was an interesting case in that if no other players or the player slept the win, it could take a long time i.e. the timeout to happen before the game end was reported which caused issues with some systems like IGT Advantage.

On Apr 8, 2015, at 4:13 PM, Josh Larson <jlarson06@gmail.com> wrote:

Hey,

Question for you...

Do you happen to remember how VGT handled pattern wins when it came to SAS and game end. Did they report each pattern seperately as a single Game and Game End or did they do it some other way?

Jos

